

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) A symbol display device for a game machine, comprising:

plural main display units, each of the main display units having a display part with at least one symbol area, in which a symbol is provided, and at least one ~~light-penetrate~~ light-penetrating area in ~~the~~ a front side, said main display units being arranged so as to expose the display parts;

a sub display unit, located orthogonally behind the main display ~~unit~~ units, for displaying symbols in motion and/or a static symbol behind said at least one ~~of the light-penetrate~~ light-penetrating area; and

a winning judging section to judge the win or the loss in accordance with the combination of the displayed symbols of the main display units, the displayed symbol of the sub display unit or the combination of the displayed symbols of the main and sub display units.

2. (currently amended) The symbol display device according to claim 1, wherein the display part is composed of at least one symbol area and at least one transparent non-symbol area;

wherein the ~~light-penetrate~~ light-penetrating area is the non-symbol area, a transparent area inside the symbol, or a transparent area outside the symbol in the symbol area.

3. (original) The symbol display device according to claim 1, wherein the main display unit has at least one transparent part inside or outside of the display part.

4. (currently amended) The symbol display device according to claim 3, wherein the displayed symbol of the sub display unit is validated when the main display units stop and when the ~~light-penetrate~~ light-penetrating area of one of said main display ~~unit~~ units is overlapped with the transparent parts of other ones of said main display units in front of the sub display unit.

5. (currently amended) The symbol display device according to claim 1, wherein the displayed symbol of the sub display unit is validated when the main display units stop and when the ~~light-penetrate~~ light-penetrating areas of the main display units are arranged in line in front of the sub display unit.

6. (currently amended) The symbol display device according to claim 1, wherein the symbol of the sub display unit is overlapped with the symbol of at least one of the main display ~~unit~~ units so as to form a single composite symbol.

7. (original) The symbol display device according to claim 1, wherein the sub display unit is a mechanical reel.

8. (original) The symbol display device according to claim 1, wherein the sub display unit is a liquid crystal display device.

9. (currently amended) A symbol display device for a game machine, comprising:

plural display plates arranged concentrically, each of the display plates having a display part with at least one symbol area, in which a symbol is provided, and at least one first transparent area ~~in the front side~~, the display parts ~~having the ring shapes~~ being ring-shaped with different diameters;

a sub display unit, located behind the display ~~plate~~ plates, for displaying symbols in motion and/or a static symbol behind said at least one ~~of the~~ first transparent area; and

a winning judging section to judge the win or the loss in accordance with the combination of the displayed symbols of the display plates, the displayed symbol of the sub display unit or the combination of the displayed symbols of the display plate and the sub display unit.

10. (currently amended) The symbol display device according to claim 9, wherein each of the display ~~plate~~ plates has at least one second transparent area inside or outside of the display part.

11. (original) The symbol display device according to claim 10, wherein the displayed symbol of the sub display unit is validated when the display plates stop and when the first transparent area of one display plate is overlapped with the second transparent areas of other display plates in front of the sub display unit.

12. (original) The symbol display device according to claim 9, wherein the displayed symbol of the sub display unit is validated when the display plates stop and when the first transparent areas of the display plates are arranged in line in front of the sub display unit.

13. (original) The symbol display device according to claim 9, wherein the symbol of the sub display unit is overlapped with the symbol of the display plate so as to form a single composite symbol.

14. (currently amended) A symbol display device for a game machine, comprising:

plural main display units rotating about a first axis, each of the main display units having a display part with at least one symbol area, in which a symbol is provided, and at least one ~~light-penetrate~~ light-penetrating area in ~~the~~ a front side, said main display units being arranged so as to expose the display parts;

a sub display unit, rotating about a second axis different from said first axis and located behind the main display ~~unit~~ units, for displaying symbols in motion and/or a static symbol behind said at least one ~~of the light-penetrate~~ light-penetrating area; and

a winning judging section to judge the win or the loss in accordance with the displayed symbol of the sub display unit or the combination of the displayed symbols of the main and sub display units.

15. (currently amended) The symbol display device according to claim 14, wherein the display part is composed of at least one symbol area and at least one transparent non-symbol area;

wherein the ~~light-penetrate~~ light-penetrating area is the non-symbol area, a transparent area inside the symbol, or a transparent area outside the symbol in the symbol area.

16. (currently amended) The symbol display device according to claim 14, wherein each of the main display ~~unit~~ units has at least one transparent part inside or outside of the display part.

17. (currently amended) The symbol display device according to claim 16, wherein the displayed symbol of the sub display unit is validated when the main display units stop and when the ~~light-penetrate~~ light-penetrating area of one main

display unit is overlapped with the transparent parts of other main display units in front of the sub display unit.

18. (currently amended) The symbol display device according to claim 14, wherein the displayed symbol of the sub display unit is validated when the main display units stop and when the ~~light-penetrate~~ light-penetrating areas of the main display units are arranged in line in front of the sub display unit.

19. (original) The symbol display device according to claim 14, wherein the symbol of the sub display unit is overlapped with the symbol of the main display unit so as to form a single composite symbol.

20. (original) The symbol display device according to claim 14, wherein the sub display unit is a mechanical reel.

21. (original) The symbol display device according to claim 14, wherein the sub display unit is a liquid crystal display device.

22. (currently amended) The symbol display device according to claim 14, wherein the main display units are plural display plates arranged concentrically, the display parts ~~having the ring-shapes~~ being ring-shaped with different diameters.

23. (new) The symbol display device according to claim 9, wherein sub display unit has an axis of rotation perpendicular to an axis of rotation of said plural plates.

24. (new) The symbol display device according to claim 9, wherein each of said at least one first transparent area is radially alignable when the winning judging section judges the win or the loss in accordance with the displayed symbol of the sub display unit.